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NATSUME

NATSUME INC.
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BURLINGAME, CA 94010

PRINTED IN JAPAN

SNS-7W-USA

NATSUME CHAMPIONSHIP WRESTLING

NCW

16-MEG

INSTRUCTION MANUAL

NATSUME

SUPER NINTENDO
ENTERTAINMENT SYSTEM

NOTES FROM NATSUME

Thank you for purchasing Natsume Championship Wrestling for the Super Nintendo Entertainment System.

We are proud and delighted that you chose to add our title to your video game library. Please read this manual to assure your complete enjoyment of our product. We hope you have many hours of entertainment with this sports game.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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MADE IN JAPAN

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SET-UP/USE OF MULTI-PLAYER

Setting up and using The Multi-Player.
Please note that a controller must be plugged into the first port of the Super NES and the Multi-Player adaptor must be connected to the second port of the Super NES. Use controller #1 to make the game selections.

You can use the Multi-Player in the exhibition match and the Round Robin tag match mode. The Multi-Player works when a 2 player tag team takes on another 2 player tag team. (Not vs. the computer). In the Exhibition match mode, choose 4 players tag. In this mode, you and a friend will be playing against two other friends in a tag match.

At the start of the game, the player inside the red corner is controlled by the #1 controller which is connected directly to the Super NES, and the player that is resting outside the red corner by the #2 controller, which is connected to the Multi-Player. The player on the blue corner is controlled by the #3 and #4 controller. Please note that controllers #3 and #4 are connected to the Multi-Player.

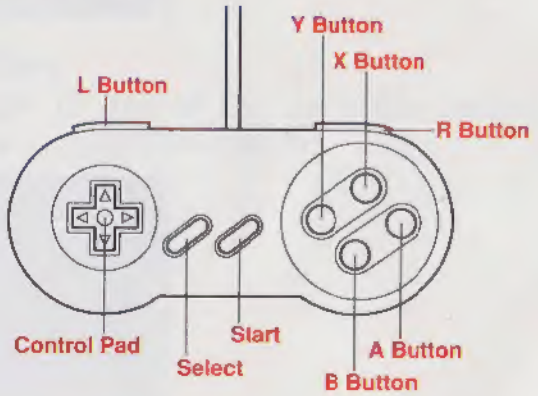
GAME PLAY

This game can be played with 1 or 2 players or against the computer.

To begin, insert the game pak into your Super Nintendo unit and switch the On button.

Title Screen:
Once the unit has been turned on, the title screen will appear, and the demo will run. You can skip the demo by directly pressing the start button.

Using the Control pad:



BASIC CONTROLS

X	DASH	
	TURN	WHEN DASHING, PLAYER CAN CHANGE DIRECTION.
	HAMMER-THROUGH	WHEN GRAPPLING OPPONENT, WILL THROW HIM AGAINST THE ROPES.
Y	PUNCH	
	MOVE- (WEAK)	USE WHEN GRAPPLING OPPONENT. GRABBING AN OPPONENT, ON THE GROUND.
B	KICK	
	MOVE - (MEDIUM)	USE WHEN GRAPPLING OPPONENT.
A	HOLD	USE WHEN SLIGHTLY APART, THIS MOVE IS DIFFICULT, BUT WHEN SUCCESSFUL, YOU CAN THROW YOUR OPPONENT IN ONE SWOOP.
	GROUND HOLD	USE WHEN OPPONENT IS DOWN.
	MOVE - (LARGE)	USE WHEN GRAPPLING OPPONENT.
	GETTING UP ON RING	WHEN WRESTLER IS OUT OF THE RING, HAVE THE WRESTLER TURN TOWARDS THE RING.
	CLIMBING UP ON TOP ROPE	MOVE WRESTLER TOWARDS A CORNER POST, THEN PRESS A AND UP ON THE CONTROL PAD.
	PUSHING OPPONENT	
	AWAY FROM A PIN POSITION	KEEP PUSHING BUTTON.
L	PIN	PRESS NEAR OPPONENT WHILE HE IS DOWN.
	TOUCH	MOVE WRESTLER TOWARDS TEAMMATE USING THE CONTROL PAD, AND THEN PRESS L. DO NOT LET GO OF THE CONTROL PAD.

GAME RULES

Start:
At the title screen press start, when starting from the beginning. When continuing, enter password, and select the mode using the A button.

Mode:
Select the mode of your choice.

Player Configurations:
In this mode, you can choose the number of players, the difficulty, and the length of the match. This is done by moving the cursor using the control pad and pressing A or Start to confirm.

Player selection:
Select the player of your choice using the control pad and pressing A or Start to confirm.

GAME RULES, CONT.

Game Over:

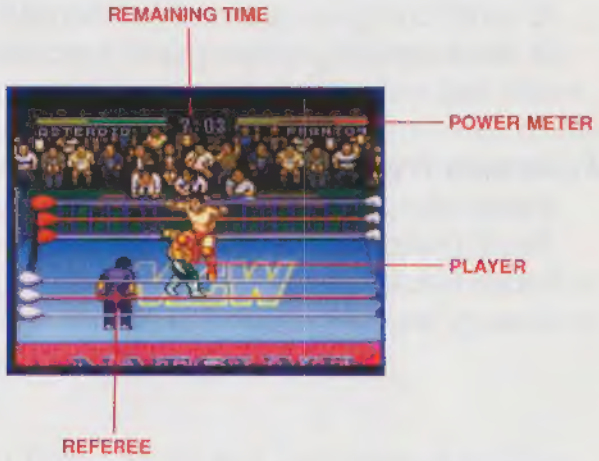
1. Pinned by opponent. (3 count)
2. Defeat by ring out. (10 count)
3. Defeat by being on top of the rope. (5 count)
4. Draw by double ring out. (10 count)

Continue:

At the end of the game, pressing the Select button will cause a password to appear. Record this password in order to continue.

GAME SCREEN

Time meter changes in six steps according to the remaining power of the wrestlers. Even if a player is out of power, if he doesn't use any moves, he will recover.



GAME STRATEGY

1. **Timing of the move**
   When two players come very close they will raise their arms to grapple. The best time to place a move is the moment when the wrestlers are about to touch each other.

2. **Small moves most effective in the beginning**
   It is difficult to successfully administer a big move in the beginning of the game because the opponent still has a lot of power.

3. **Attack from the back**
   When the opponent is down on the ground, use the Y button to get him in a half-up position, and move toward his back quickly (for slipper hold, kicking, etc...)

GAME PLAY MODES

Championship Tournament:

In this mode, after deciding which player you want to be, you must defeat every player in order to win the tournament. You may choose the length of the match to be 10 or 20 minutes, and you can select the difficulty setting. Either easy, normal or hard.

Championship Tag Match:

Championship tag match is basically the same as the Championship Tournament, however, you have another player waiting at the side of the ring to relay you when you get tired. In order to tag the resting player, move in the player's direction and press L at the same time. This will put the resting player into play. In the 2 player tag mode, you and another person are one team. The resting player is put into action by tagging him.

Round Robin:

In the Round Robin mode you can choose to play from zero to six players against zero to six computer players. First select, in the mode option, how many human players against how many computer players you would like to challenge. Then select your players; a grid will appear.

Move the square to choose your match. The winner will be represented with an O and the loser with an X. The player with the most O's is the winner of the tournament.

GAME PLAY MODES, CONT.

Round Robin Tag Match:

This mode is the same as the Round Robin, however, you have another player waiting at the side of the ring to relay you when you get tired. In order to tag the resting player, move in the player's direction and press L at the same time. This will put the resting player into play. In the 2 player tag mode, you and another person are one team. The resting player is put into action by tagging him.

Exhibition Match:

This is the two player mode. This is a 2 human player single match game.

ASTEROID

Asteroid

Height: 6'4"
Weight: 269 lbs.

Asteroid has won many championships and is a tough contender. He does a great faceslam.

ASTEROID

SITUATION	CONTROL	L & R	UP	DOWN
DASHING	Y	HIGH KICK	SHOULDER THROUGH	
	B	DROPKICK		
	A	JUMPING KNEEPAT		
ONCOMING RUNNING OPPONENT	Y	HIGH KICK	BODYSLAM	
	B	SHOULDER THROUGH		
	A	RALLY ART		
DASHING AFTER THROWING OPPONENT ONTO ROPE	Y	HIGH KICK		
	B	RUNNING KNEEKICK	DROPKICK	RUNNING KNEE KICK
	A	JUMPING KNEEPAT		
GRAPPLING	Y	BODY SLAM	FACESLAM	FACESLAM
	B	BRAIN BUSTER	PILE DRIVER	W. ARM SUPLEX
	A	DDT	POWERBOMB	BACKDROP
FROM A HOLD	Y	ELBOW SMASH		
	B	KNEELIFT		ELBOWSMASH
	A	GUILLOTINE WHIP	TORTURER COBRATWIST	
HEAD ATTACK WHILE OPPONENT IS DOWN ON THE GROUND				
	B	STOMPING		
	A	KNEEDROP		
CENTER BODY ATTACK WHILE OPPONENT IS DOWN ON THE GROUND				
	B	STOMPING		
	A	KNEEDROP		
LEG ATTACK WHILE OPPONENT IS DOWN ON THE GROUND				
	B	STOMPING		
	A	REV. SHRIMPHOLD		
REAR ATTACK WHILE OPPONENT IS DOWN ON THE GROUND				
	B	KICK		
	A	SLEEPERHOLD		
REAR ATTACK WHILE OPPONENT IS IMMOBILIZED	Y	REAR RALLY ART		
	B	BACKDROP		
	A	BACKDROP		

M. ROACH

M. ROACH

Height: 5'9"
Weight: 229 lbs.

M. Roach has earned his nickname by being very slimy. M. Roach enjoys delivering pain. Watch out for his backdrop

M. ROACH

SITUATION	CONTROL	L & R	UP	DOWN
DASHING	Y	FIGHTING KICK		
	B	DROPKICK		
	A	ARMWHIP		
ONCOMING RUNNING OPPONENT	Y	ELBOWBAT		
	B	SHOULDER THROW		
	A	ARMWHIP		
DASHING AFTER THROWING OPPONENT ONTO ROPE	Y	ELBOW SMASH		
	B	DROPKICK		
	A	ARMWHIP		
GRAPPLING	Y	BODYSLAM		
	B	BRAIN BUSTER	PILE DRIVER	N. BREAKER DROP
	A	DDT	DDT	BACKDROP
FROM A HOLD	Y	KNUCKLE PART		
	B	TOEKICK		
	A	ARMWHIP	COBRATWIST	
HEAD ATTACK WHILE OPPONENT IS DOWN ON THE GROUND				
	B	STOMPING		
	A	GUILLOTINE DROP		
CENTER BODY ATTACK WHILE OPPONENT IS DOWN ON THE GROUND				
	B	STOMPING		
	A	STOMPING		
LEG ATTACK WHILE OPPONENT IS DOWN ON THE GROUND				
	B	STOMPING		
	A	REV. SHRIMPHOLD		
REAR ATTACK WHILE OPPONENT IS DOWN ON THE GROUND				
	B	KICK		
	A	SLEEPERHOLD		
REAR ATTACK WHILE OPPONENT IS IMMOBILIZED	Y	GERMAN SMASH		
	B	GERMAN SUPLEX		
	A	BACKDROP		
FROM TOP ROPE	Y	MISSILE KICK		
	B	MISSILE KICK		
	A	MISSILE KICK		

H. SNAKE

H. Snake:

Height: 5'9"
Weight: 245 lbs.

H. Snake is a very sneaky player, and is not very well liked. He is however a formidable opponent, and his pile driver is very strong.

H. SNAKE

SITUATION	CONTROL	L & R	UP	DOWN
DASHING	Y	FIGHTING KICK		
	B	DROPKICK		
	A	RALLY ART		
ONCOMING RUNNING OPPONENT	Y	KNUCKLE PUNCH		
	B	SHOULDER THROW		
	A	RALLY ART		
DASHING AFTER THROWING OPPONENT ONTO ROPE	Y	KNUCKLE PUNCH		
	B	DROPKICK		
	A	RALLY ART		
GRAPPLING	Y	BODYSLAM	KNUCKLE PUNCH	FACESLAM
	B	BRAIN BUSTER	PILE DRIVER	
	A	DDT		BACKDROP
FROM A HOLD	Y	ELBOW SMASH		
	B	KNUCKLE		
	A	DROPKICK	COBRATWIST	
HEAD ATTACK WHILE OPPONENT IS DOWN ON THE GROUND				
	B	STOMPING		
	A	STOMPING		
CENTER BODY ATTACK WHILE OPPONENT IS DOWN ON THE GROUND				
	B	STOMPING		
	A	STOMPING		
LEG ATTACK WHILE OPPONENT IS DOWN ON THE GROUND				
	B	STOMPING		
	A	REV. SHRIMPHOLD		
REAR ATTACK WHILE OPPONENT IS DOWN ON THE GROUND				
	B	KICK		
	A	SLEEPERHOLD		
REAR ATTACK WHILE OPPONENT IS IMMOBILIZED	Y	DROPKICK		
	B	GERMAN SUPLEX		
	A	BACKDROP		

THE VIPER

The Viper:

Height: 6'1"
Weight: 248 lbs.

Viper, a real gentleman off the ring, is a true barbarian during matches. Watch out for his facekick!

THE VIPER

SITUATION	CONTROL	L & R	UP	DOWN
DASHING	Y	FIGHTING KICK		
	B	KNEELKICK		
	A	RALLY ART		
ONCOMING RUNNING OPPONENT	Y	JUMPING FACEKICK		
	B	SHOULDER THROW	KNEELKICK	
	A	RALLY ART	POWERSLAM	
DASHING AFTER THROWING OPPONENT ONTO ROPE	Y	FIGHTING KICK		
	B	KNEELKICK		
	A	RALLY ART		
GRAPPLING	Y	BODYSLAM		FACEKICK
	B	BRAIN BUSTER	PILE DRIVER	POWERSLAM
	A	DDT	BACKDROP	POWERBOMB
FROM A HOLD	Y	LOWKICK		
	B	REV. HOZ CHOP		
	A	FACEKICK	COBRATWIST	
HEAD ATTACK WHILE OPPONENT IS DOWN ON THE GROUND				
	B	STOMPING		
	A	JUMPING ELBOW		
CENTER BODY ATTACK WHILE OPPONENT IS DOWN ON THE GROUND				
	B	STOMPING		
	A	REAR DROP		
LEG ATTACK WHILE OPPONENT IS DOWN ON THE GROUND				
	B	STOMPING		
	A	REV. SHRIMPHOLD		
REAR ATTACK WHILE OPPONENT IS DOWN ON THE GROUND				
	B	KICK		
	A	FOOTBALL KICK		
REAR ATTACK WHILE OPPONENT IS IMMOBILIZED	Y	REAR RALLY ART		
	B	GERMAN SUPLEX		
	A	BACKDROP		
FROM TOP ROPE	Y	DIVING ELBOW		
	B	DIVING ELBOW		
	A	DIVING ELBOW		

PHANTOM

Phantom:

Height: 6'0"
Weight: 258 lbs.

The Phantom always seems to hit you from nowhere. Be prepared to be frightened against this opponent. He can do a mean elbow smash.

PHANTOM

SITUATION	CONTROL	L & R	UP	DOWN
DASHING	Y	SHOULDER TACKLE		
	B	CROSS CHOP		
	A	RALLY ART		
ONCOMING RUNNING OPPONENT	Y	SHOULDER TACKLE		
	B	SHOULDER THROW		
	A	RALLY ART		
DASHING AFTER THROWING OPPONENT ONTO ROPE	Y	SHOULDER TACKLE		
	B	CROSS CHOP		
	A	RALLY ART		
GRAPPLING	Y	BODYSLAM	BODYSLAM	ELBOW SMASH
	B	BRAIN BUSTER	PILE DRIVER	
	A	DDT	BACKDROP	POWERBOMB
FROM A HOLD	Y	ELBOW SMASH		
	B	TOEKICK		
	A	CROSS CHOP	COBRATWIST	
HEAD ATTACK WHILE OPPONENT IS DOWN ON THE GROUND				
	B	STOMPING		
	A	STOMPING		
CENTER BODY ATTACK WHILE OPPONENT IS DOWN ON THE GROUND				
	B	STOMPING		
	A	STOMPING		
LEG ATTACK WHILE OPPONENT IS DOWN ON THE GROUND				
	B	STOMPING		
	A	REV. SHRIMPHOLD		
REAR ATTACK WHILE OPPONENT IS DOWN ON THE GROUND				
	B	KICK		
	A	SLEEPERHOLD		
REAR ATTACK WHILE OPPONENT IS IMMOBILIZED	Y	KICK		
	B	BACKDROP		
	A	BACKDROP		

FANGZ

Fangz:

Height: 6'1"
Weight: 262 lbs.

Fangz has been known to bite and suck the blood of his opponents. Great powerbomb.

FANGZ

SITUATION	CONTROL	L & R	UP	DOWN
DASHING	Y	HIGH KICK		
	B	RUNNING KNEE NICK		
	A	RALLY ART		
ONCOMING RUNNING OPPONENT	Y	HIGH KICK		
	B	SHOULDER THROUGH	TACKLE	
	A	RALLY ART	BACKDROP	
DASHING AFTER THROWING OPPONENT ONTO ROPE	Y	HIGH KICK	SHOULDER TACKLE	
	B	RUNNING KNEE KICK		
	A	RALLY ART		
GRAPPLING	Y	BODYSLAM	BODYSLAM	FACESLAM
	B	BRAIN BUSTER	PILE DRIVER	
	A	DDT	POWERBOMB	BACKDROP
FROM A HOLD	Y	KNEEKICK		
	B	REV. HORIZ. CHOP	TOEKICK	
	A	FACESLAM	TORTURE COBRATWIST	
HEAD ATTACK WHILE OPPONENT IS DOWN ON THE GROUND				
	B	STOMPING		
	A	KNEEDROP		
CENTER BODY ATTACK WHILE OPPONENT IS DOWN ON THE GROUND				
	B	STOMPING		
	A	KNEEDROP		
LEG ATTACK WHILE OPPONENT IS DOWN ON THE GROUND				
	B	STOMPING		
	A	REVERSE SHRIMPHOLD		
REAR ATTACK WHILE OPPONENT IS DOWN ON THE GROUND				
	B	KICK		
	A	SLEEPERHOLD		
REAR ATTACK WHILE OPPONENT IS IMMOBILIZED	Y	REAR RALLY ART		
	B	BACKDROP		
	A	BACKDROP		

SPIKE

Spike:

Height: 6'4"
Weight: 279 lbs.

Spike is not only tall, he is strong. Say your prayers when confronting his DDT.

SPIKE

SITUATION	CONTROL	L & R	UP	DOWN
DASHING	Y	SHOULDER TACKLE		
	B	DROPKICK		
	A	RALLY ART		
ONCOMING RUNNING OPPONENT	Y	HIGH KICK		
	B	DROPKICK	RUNNING KNEE KICK	
	A	POWERSLAM	RALLY ART	DDT
DASHING AFTER THROWING OPPONENT ONTO ROPE	Y	HIGH KICK		
	B	DROPKICK		
	A	POWERSLAM		
GRAPPLING	Y	BODYSLAM	BODYSLAM	FACESLAM
	B	BRAIN BUSTER	PILE DRIVER	W. ARM SUPLEX
	A	POWERBOMB	BACKDROP	DDT
FROM A HOLD	Y	ELBOW SMASH		
	B	TOEKICK		
	A	BODYSLAM		
HEAD ATTACK WHILE OPPONENT IS DOWN ON THE GROUND				
	B	STOMPING		
	A	KNEEDROP		
CENTER BODY ATTACK WHILE OPPONENT IS DOWN ON THE GROUND				
	B	STOMPING		
	A	KNEEDROP		
LEG ATTACK WHILE OPPONENT IS DOWN ON THE GROUND				
	B	STOMPING		
	A	REVERSE SHRIMPHOLD		
REAR ATTACK WHILE OPPONENT IS DOWN ON THE GROUND				
	B	KICK		
	A	SLEEPERHOLD		
REAR ATTACK WHILE OPPONENT IS IMMOBILIZED	Y	REAR RALLY ART		
	B	BACKDROP		
	A	BACKDROP		

BIG APE

Big Ape:

Height: 6'2"
Weight: 322 lbs.

Big Ape has earned his nickname from being Huge, with his weight at 322, you can bet he is a gorilla. Watch out for his avalanche hold.

BIG APE

SITUATION	CONTROL	L & R	UP	DOWN
DASHING	Y	SHOULDER TACKLE		
	B	DROPKICK		
	A	RALLY ART		
ONCOMING RUNNING OPPONENT	Y	HIGH KICK	BODYSLAM	
	B	FOOTBALL TACKLE		
	A	POWERSLAM	RALLY ART	
DASHING AFTER THROWING OPPONENT ONTO ROPE	Y	HIGH KICK	SHOULDER TACKLE	
	B	DROPKICK	FOOTBALL TACKLE	
	A	RALLY ART		
GRAPPLING	Y	BODYSLAM		ELBOWPAT
	B	BRAIN BUSTER	PILE DRIVER	POWERSLAM
	A	DDT	POWERBOMB	AVALANCHE HLD
FROM A HOLD	Y	ELBOW SMASH		
	B	TOEKICK	KNEELIFT	
	A	COBRATWIST		ELBOWSMASH
HEAD ATTACK WHILE OPPONENT IS DOWN ON THE GROUND				
	B	ELBOW SMASH		
	A	KNEEDROP		
CENTER BODY ATTACK WHILE OPPONENT IS DOWN ON THE GROUND				
	B	STOMPING		
	A	KNEEDROP		
LEG ATTACK WHILE OPPONENT IS DOWN ON THE GROUND				
	B	STOMPING		
	A	REV. SHRIMPHOLD		
REAR ATTACK WHILE OPPONENT IS DOWN ON THE GROUND				
	B	KICK		
	A	SLEEPERHOLD		
REAR ATTACK WHILE OPPONENT IS IMMOBILIZED	Y	REAR RALLY ART		
	B	BACKDROP		
	A	BACKDROP		

J. KRAZE

J. Kraze:

Height: 6'3"
Weight: 277 lbs.

A former mental patient, J. Kraze has turned his violent behavior to good use. Good bodyslam.

J. KRAZE

SITUATION	CONTROL	L & R	UP	DOWN
DASHING	Y	SHOULDER TACKLE		
	B	DROPKICK		
	A	RALLY ART		
ONCOMING RUNNING OPPONENT	Y	HIGH KICK		
	B	SHOULDER THROUGH	DROPKICK	
	A	RALLY ART	RALLY ART	
DASHING AFTER THROWING OPPONENT ONTO ROPE	Y	SHOULDER TACKLE	HIGH KICK	
	B	DROPKICK		
	A	RALLY ART		
GRAPPLING	Y	BODYSLAM		
	B	BRAIN BUSTER	PILE DRIVER	
	A	DDT	POWERBOMB	BACKDROP
FROM A HOLD	Y	ELBOW SMASH		
	B	TOEKICK		
	A	COBRATWIST	BODYSLAM	ELBOW SMASH
HEAD ATTACK WHILE OPPONENT IS DOWN ON THE GROUND				
	B	STOMPING		
	A	KNEEDROP		
CENTER BODY ATTACK WHILE OPPONENT IS DOWN ON THE GROUND				
	B	STOMPING		
	A	KNEEDROP		
LEG ATTACK WHILE OPPONENT IS DOWN ON THE GROUND				
	B	STOMPING		
	A	REV. SHRIMPHOLD		
REAR ATTACK WHILE OPPONENT IS DOWN ON THE GROUND				
	B	KICK		
	A	SLEEPERHOLD		
REAR ATTACK WHILE OPPONENT IS IMMOBILIZED	Y	REAR RALLY ART		
	B	BACKDROP		
	A	BACKDROP		

PYTHON

Python:

Height: 6'2"
Weight: 302 lbs.

A big wrestler, he can swallow his opponents whole. He has a great throwing powerbomb.

PYTHON

SITUATION	CONTROL	L & R	UP	DOWN
DASHING	Y	SHOULDER TACKLE		
	B	DROPKICK		
	A	RALLY ART		
ONCOMING RUNNING OPPONENT	Y	ELBOWPAT	HIGH KICK	BODYSLAM
	B	SHOULDER THROUGH	FOOTBALL TACKLE	
	A	RALLY ART		
DASHING AFTER THROWING OPPONENT ONTO ROPE	Y	SHOULDER TACKLE	HIGH KICK	BODYSLAM
	B	DROPKICK	FOOTBALL TACKLE	
	A	RALLY ART		
GRAPPLING	Y	BODYSLAM		ELBOWPAT
	B	BRAIN BUSTER	PILE DRIVER	
	A	DDT	BACKDROP	THROWING P.B.
FROM A HOLD	Y	ELBOW SMASH		
	B	KNEELIFT	TOEKICK	TOEKICK
	A	COBRATWIST		ELBOW SMASH
HEAD ATTACK WHILE OPPONENT IS DOWN ON THE GROUND				
	B	ELBOW DROP		
	A	KNEEDROP		
CENTER BODY ATTACK WHILE OPPONENT IS DOWN ON THE GROUND				
	B	STOMPING		
	A	KNEEDROP		
LEG ATTACK WHILE OPPONENT IS DOWN ON THE GROUND				
	B	STOMPING		
	A	REV. SHRIMPHOLD		
REAR ATTACK WHILE OPPONENT IS DOWN ON THE GROUND				
	B	FOOTBALL KICK		
	A	SLEEPERHOLD		
REAR ATTACK WHILE OPPONENT IS IMMOBILIZED	Y	REAR RALLY ART		
	B	BACKDROP		
	A	BACKDROP		

K. BRUTO

K. Bruto:

Height: 6'3"
Weight: 312 lbs.

K. Bruto is a 3 time champion, and an opponent to reckon with. He has a mean high angle powerbomb.

K. BRUTO

SITUATION	CONTROL	L & R	UP	DOWN
DASHING	Y	SHOULDER TACKLE		
	B	DROPKICK		
	A	RALLY ART		
ONCOMING RUNNING OPPONENT	Y	ELBOWPAT	HIGH KICK	
	B	FOOTBALL TACKLE		
	A	RALLY ART	POWERSLAM	
DASHING AFTER THROWING OPPONENT ONTO ROPE	Y	HIGH KICK	SHOULDER TACKLE	
	B	DROPKICK	FOOTBALL TACKLE	
	A	RALLY ART		
GRAPPLING	Y	BODYSLAM		
	B	BRAIN BUSTER	PILE DRIVER	POWERSLAM
	A	DDT	BACKDROP	H. ANGLE P. BOMB
FROM A HOLD	Y	ELBOW SMASH		
	B	KNEELIFT		
	A	COBRATWIST		ELBOW SMASH
HEAD ATTACK WHILE OPPONENT IS DOWN ON THE GROUND				
	B	ELBOW DROP		
	A	KNEEDROP		
CENTER BODY ATTACK WHILE OPPONENT IS DOWN ON THE GROUND				
	B	STOMPING		
	A	KNEEDROP		
LEG ATTACK WHILE OPPONENT IS DOWN ON THE GROUND				
	B	STOMPING		
	A	REV. SHRIMPHOLD		
REAR ATTACK WHILE OPPONENT IS DOWN ON THE GROUND				
	B	KICK		
	A	SLEEPERHOLD		
REAR ATTACK WHILE OPPONENT IS IMMOBILIZED	Y	REAR RALLY ART		
	B	BACKDROP		
	A	BACKDROP		

CONAN

Conan:

Height: 6'9"
Weight: 259 lbs.

With no manners whatsoever, he is likened to a barbarian. Get out of his way when he does a football tackle.

CONAN

SITUATION	CONTROL	L & R	UP	DOWN
DASHING	Y	SHOULDER TACKLE		
	B	DROPKICK		
	A	JUMPING SHOULDER		
ONCOMING RUNNING OPPONENT	Y	REV. HOZ. CHOP	ELBOW PAT	
	B	SHOULDER THROUGH	FOOTBALL TACKLE	
	A	ARMWHIP		
DASHING AFTER THROWING OPPONENT ONTO ROPE	Y	SHOULDER TACKLE		
	B	DROPKICK		
	A	JUMPING SHOULDER		
GRAPPLING	Y	BODYSLAM	ARMWHIP	REV. H. CHOP
	B	BRAIN BUSTER	PILE DRIVER	
	A	DDT	BACKBREET	POWERBOMB
FROM A HOLD	Y	ELBOW SMASH		
	B	REV. HOZ. CHOP		
	A	ARMWHIP	COBRATWIST	
HEAD ATTACK WHILE OPPONENT IS DOWN ON THE GROUND				
	B	STOMPING		
	A	GUILLOTINE DROP		
CENTER BODY ATTACK WHILE OPPONENT IS DOWN ON THE GROUND				
	B	STOMPING		
	A	STOMPING		
LEG ATTACK WHILE OPPONENT IS DOWN ON THE GROUND				
	B	STOMPING		
	A	REV. SHRIMPHOLD		
REAR ATTACK WHILE OPPONENT IS DOWN ON THE GROUND				
	B	KICK		
	A	SLEEPERHOLD		
REAR ATTACK WHILE OPPONENT IS IMMOBILIZED	Y	DROPKICK		
	B	GERMAN SUPLEX		
	A	BACKDROP		
FROM TOP ROPE	Y	MOONSAULT PRESS		
	B	MOONSAULT PRESS		
	A	MOONSAULT PRESS		

NATSUME LIMITED WARRANTY

LIMITED WARRANTY

90-Day Limited Warranty

NATSUME INC. warrants to the original consumer that this NATSUME Game Pak ["PAK"] shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, NATSUME will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the NATSUME Consumer Service Department if the problem is requiring warranty service by calling: (415) 342-1712. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the service technician is unable to solve the problem by phone, he will provide you with a return Authorization number. Simply record this number on the outside packaging of your defective PAK, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

NATSUME, INC.
Consumer Service Department
1243A Howard Avenue
Burlingame, CA 94010
(415) 342-1712

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the NATSUME Consumer Service Department at the phone number noted previously. If the NATSUME service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to NATSUME, enclosing a check or money order for $20.00 payable to NATSUME, Inc. NATSUME will at its option, subject to the conditions above, repair the Pak or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $20.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTIBILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NATSUME BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES. The provisions of this warranty are valid in the United States only. Some states do no allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

WRESTLING NOTES

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